Error in ws.watershed.generate at 28984
Posted by Martin - 2008/11/18 04:12

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Hello,

I have problems again. I am trying to add two reservoirs to watershed delineation with SWAT. For Internal Breakingpoints, I checked "Use ponds (releasing)", and had the two points of the reservoirs seclected. The model began to delineate the watersheds. But a window popped up and says "Variable pndTheme has not been initialized".

Please help me, and thanks a lot!

Martin

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Re:Error in ws.watershed.generate at 28984
Posted by Martin - 2008/11/19 18:04

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FYI, I tried AGWA1_42beta_C, and had no problem with add reservoirs. But with 1.5 version, no success.

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Re:Error in ws.watershed.generate at 28984
Posted by lainie - 2008/11/25 23:55

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Hi Martin,

Sorry it's taken so long to get back to you. You are correct; releasing ponds in AGWA 1.5 is not working properly. Here is a quick fix until we can post a new extension on the website.

Download the attached file ws-water-gen.ave (unzipped) to your AGWA project directory.

In your project, go to "Scripts" in the table of contents, and click "New". This will open a new, blank window. From the dropdown menus, go to Script, Properties and select "Load text file". Select the ws-water-gen.ave file to load it into the script window. Click OK. Next, go to Script, Properties, and type in the name of the script "ws.watershed.generate". Click OK. The name of the script should show up in the table of contents. Compile the script by clicking the highlighted "check-mark" button. You can close the script window and AGWA should run properly.

Please let us know if that works, or if you have any other problems.

Thanks,
Lainie http://www.tucson.ars.ag.gov/agwa/images/fbfiles/files/ws_water_gen.zip

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Re:Error in ws.watershed.generate at 28984
Posted by angelo - 2008/12/13 10:23

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Thanks for the help. I needed that too!

Wish you Merry Christmas and Happy New Year

Angelo Gotini

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Re:Error in ws.watershed.generate at 28984
Posted by isburns - 2009/01/09 22:16

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There is an updated version of the AGWA extension that has this fix incorporated. It is the only change between the current and last version.

Shea

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